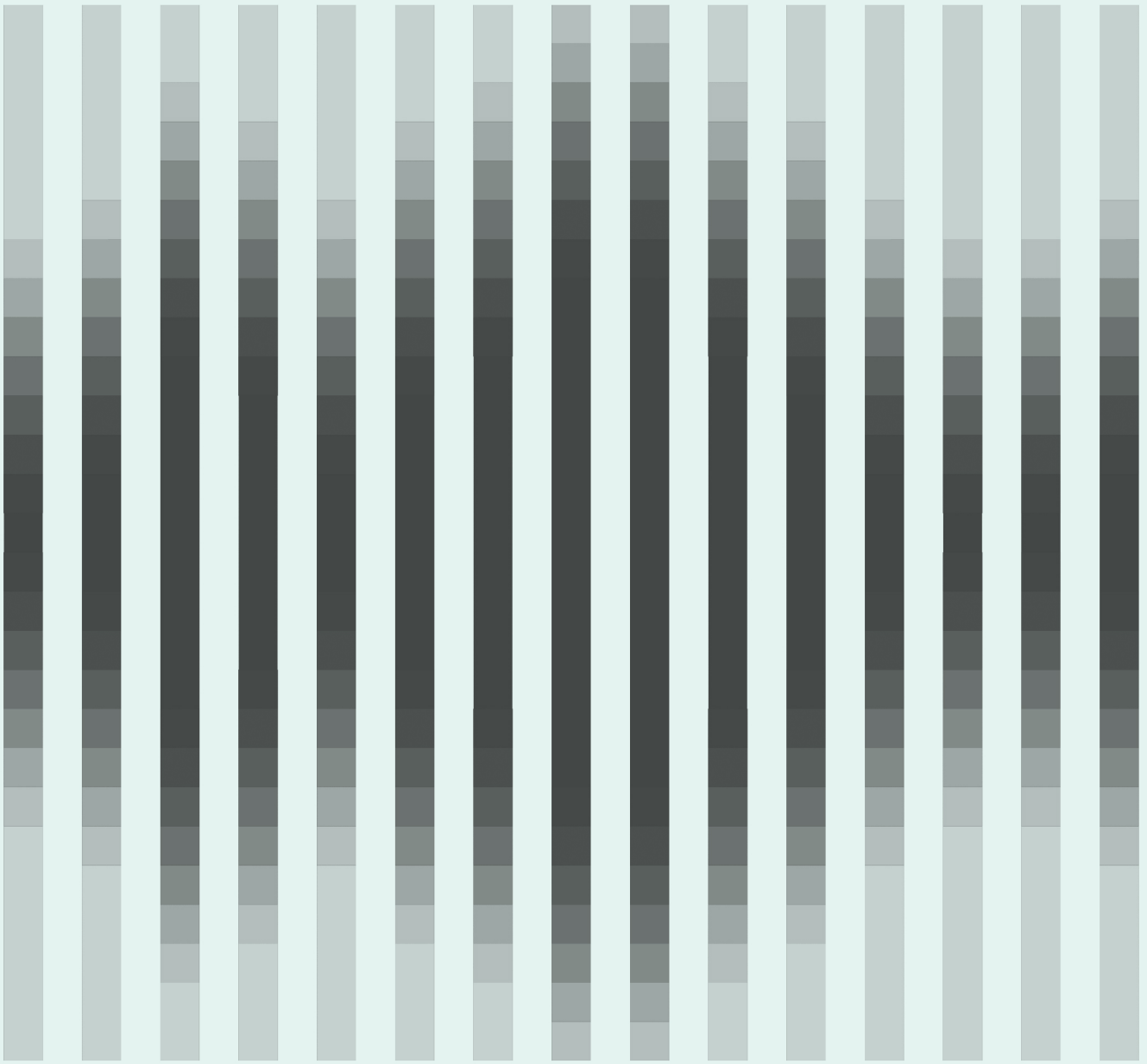
monstrumPulse



monstrum media

Cross-Platform software editor for the Waldorf Pulse/Pulse 2

monstrumPulse User Manual (June 2014)

monstrumPulse is a cross-platform standalone editor for the Waldorf Pulse synthesizer which provides easy access to nearly every under-the-hood setting and parameter which would otherwise only be available by scrubbing through pages of submenus on the synth's LCD screen with the dials and buttons.

The design and layout of monstrumPulse provides aclear easy to use interface which expands on the usability and enjoyment of this excellent synthesizer from Waldorf.

Hardware / Software Requirements:
Since monstrumPulse is authored in a cross-platform environment it is capable of running on almost any computer (old or new) on either OS X, Windows or Linux. Currently, to operate the software in Linux, Wine is required.

User Manual Conventions:

- When the manual refers to "the panel" its referring to the monstrumPulse software editor.
- When the manual refers to "the synth", its referring to the Waldorf Pulse hardware.
- When the manual refers to a "program" its referring to what also is sometimes called a sound, Basic Sound Program or patch in Waldorf's documentation.
- ❗ - This symbol indicates something crucial which you should be sure to review.

Before You start:

❗ - MonstrumPulse features a variable Device ID setting. Be aware that *in most typical situations, unless you've specifically set it otherwise*-- your Pulse will be set to **Device ID 0**. You do not need to change this setting on your synth unless you have multiple Pulse synths in your current rig.

❗ - When referring to the "Pulse" within this manual it is referring to both the Pulse, Pulse 2, Pulse Plus.

❗ - You *must* use the USB MIDI connector to connect to the computer running monstrumPulse.

monstrumPulse Installation

The monstrumPulse zip file will contain a number of files and folders, it's recommended you keep these files some place safe on your hard drive. Included in the zip package are three folders:

APPLICATION- Contains the current standalone and plugin version for your OS
DOCUMENTATION - Contains current release notes, end user license agreement and this manual
FONTS - Contains several free use fonts referenced by monstrumPulse.

Install the fonts provided within the "FONTS" folder to your system. These fonts are truetype fonts and will install on any modern operating system.

monstrumPulse Stand-alone Installation:

Mac OS 10.6 and up:

- Drag the monstrumPulse<releaseNumber>.app into your system's /Applications folder.
- Program permissions and resources will be stored in /Users/<yourUserName>/Library/Preferences/monstrumPulse_x.x.
- **ALWAYS trash the contents of this monstrumPulse preferences folder before running monstrumPulse for the first time after upgrading to a new release version!**

Windows XP and up:

- Drag the **monstrumPulse<releaseNumber>.exe** file into your system's /Program Files folder.
- Program permissions and resources will be stored in your user's application data folder in a folder called monstrumPulse.
- **ALWAYS trash the contents of this monstrumPulse preferences folder before running monstrumPulse for the first time after upgrading to a new release version!**

monstrumPulse Stand-alone Setup:

*From your Synth, verify you have the unit set to TX SysEx only, not SysEx&CCs.
*Ensure your Synth's device ID matches the GUI setting.
*Verify the MIDI channel your Synth is set to receive from, or keep it set to omni.

Simply run the application from where you installed above. When the interface appears, select "MIDI" from the top menu bar to get to the MIDI Device setup options.

- Set the *Input Device* to whichever MIDI port is connected to the synth's "MIDI OUT" port.
- Set the *output device* to whichever MIDI port is connected to the synth's "MIDI IN" port.
- Optionally, set the *Input/Output MIDI channel* to match the channel set on your Pulse.

monstrumPulse VST Installation:

Mac OS 10.6 and up:

- Drag the **monstrumPulse<releaseNumber>.vst** file into your (user OR system) VST folder. The *system* VST folder is located at: /Library/Audio/Plug-Ins/VST Your *user* VST folder is located at: /Users/<yourUserName>/Library/Audio/Plug-Ins/VST/ *Be aware, in OS X releases past 10.6, the user library folder is hidden by default.*

Windows XP and up:

- Drag the **monstrumPulse<releaseNumber>.dll** file into your system's designated VST folder.

monstrumPulse VST Setup:

*From your Synth, verify you have the unit set to TX SysEx only, not SysEx&CCs.
*Ensure your Synth's device ID matches the GUI setting.
*Verify the MIDI channel your Synth is set to receive from, or keep it set to omni.

When you open your DAW for the first time after installing the monstrumPulse VST, your DAW should scan the plugin folder and find monstrumPulse automatically, and you should be presented with a license agreement. Click OK to continue after reading and accepting the EULA. Since every DAW is different in this respect, please consult the DAW's documentation should your DAW not seem to recognize monstrumPulse VST. (NOTE: It may take a few seconds for the monstrumPulse VST to initiate. This is normal).

- From your DAW's menu, select and insert the monstrumPulse VST into a new MIDI track.
- When the interface appears, wait for all parameters to initiate, then select "MIDI" from the top menu bar to get to the MIDI Device setup options.
- Set the *Input Device* to whichever MIDI port is connected to the synth's "MIDI OUT" port.
- Set the *output device* to whichever MIDI port is connected to the synth's "MIDI IN" port.
- Optionally, set the *Input/Output MIDI channel* to match the channel set on your Pulse.
- In the MIDI>MIDI Thru menu, select "Plugin Host → Output Device". This needs to be enabled.
- In the MIDI>Plugin Options, select "Input From plugin host" and "Output to plugin host". Both of these settings need to be enabled.

IMPORTANT NOTE:
It may be preferable if your MIDI interface allows it to simply route any MIDI keyboard controller through your interface's software (ie clockworks for MOTU devices) to the port that connects to your synth's MIDI IN. Otherwise, select the MIDI keyboard you'd like to use to control your XT from MIDI>Controller Device.

Line Check!

You should now be all set up. To verify:

1. Move a knob or slider on the panel. You should see the synth's MIDI activity LED illuminate. If it does, you have successfully set monstrumPulse's MIDI Out device.

2. Next, Click a note on the GUI's keyboard. You should see the synth's MIDI activity LED illuminate and if you have speakers/headphones connected to the synth and you have a valid program selected you will here sound. If it does, you're probably not reading any more.

3. Change programs from the monstrumPulse GUI. You should see the editor update. All of the program's parameter values will be represented in the GUI and the program's name will update in the GUI's LCD as well.

If you've failed either one of these line check steps, go back to the start of the manual, review and verify. If you continue to have issues please email me and you'll see I respond as soon as humanly possible.

General Operation

When you first open monstrumPulse, the interface will appear and every knob/combobox/slider will briefly initiate.

The panel can receive sound programs from the synth, and send sound programs to the synth's edit buffer. When you edit a program from the panel you are editing the program's edit buffer on the synth. In order to save your edited sound, you must use the synth's interface, the Pulse series OS does not (yet?) have a sysex message one could pass from software to the synth to tell the synth to save the edit buffer to a selected bank/program.

Although monstrumPulse's layout should be relatively familiar and straightforward to navigate, the next few pages of this manual will offer an in-depth overview on every section of the interface.

Even if you are intimately familiar with your synth, you're encouraged to read the next few sections as monstrumPulse features many usability enhancement that might not be immediately recognized.

Part One: Operational Functions

We'll start with the LCD screen of monstrumPulse as this is the central location for several basic operations.

- **Program Select** (A) - Select program number 1-500 of the given *Bank*, selected just to the left of this field.

Note: After you've made a selection here you can arrow up/down with the computer keyboard to page through programs.

- **Program Category** (B) - Here you can display and change the category given to the current program in the synth's edit buffer.

NOTE: You must save the edit buffer to the synth in order for the new category to be permanent.

- **Program Name** (C) - This field will display the name given to the currently loaded program's edit buffer. You can give the name of the program in the blofeld's edit buffer a new name here by double clicking in the field, typing a new name then hitting enter/return on the computer keyboard. To cancel the rename, simply click anywhere off the field.

  NOTE: You must save the edit buffer to the synth in order for the new name to be permanent.

- **Parameter Name** (D) -Displays the parameter name of the last changed parameter
- **Parameter Value** (E) - Displays the value of the last changed parameter.
- **Device ID** (F) - Variable selection, this should obviously match the Device ID of the Pulse/Pulse 2 synth you are attempting to communicate with.

When you change programs from one to another, the monstrumPulse interface will update to reflect all current parameter settings of the newly selected program. The name of the program will also be displayed on the top line of the panel's mock LCD screen.

- **Request Program** (G) - Pressing this button will send a program request to the blofeld and send back to monstrumPulse the name and parameter values for the currently selected program on the blofeld synth. This is handy if you happen to change programs from the synth and not the monstrumPulse interface.

- **Param Lock** (H) - This deals with Randomize, when you press this key you can enable and disable locks for the different parameter sections of the synth. You can use these locks to deselect most sections to do a focused randomize if you only want to randomize the filter for example. Or you can unlock all parameter sections to allow the most entropic and far reaching randomization possible.
- **Randomize** (I) - Pressing this button will randomize parameters.

  ❗ **NOTE: As with the Pulse 2 alone, simply selecting program 500 will also generate a random patch, however using the combination of (H) with (I) gives you more control over what parameters are being randomized.**

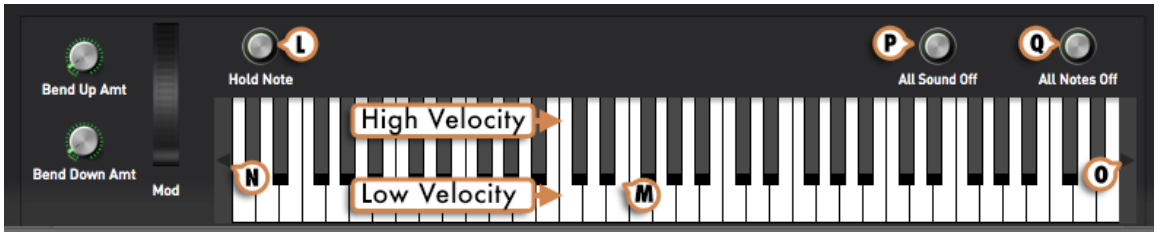
- **Volume** (J) - This dial sends a CC 7 Volume message to the synth.

Double-Click Parameters to Reset Value

All sliders and knobs can be reset to their default value by double clicking the parameter knob/slider. Bi-polar knobs will be reset to 64, full range (0-127) parameters will be reset to 0.

MIDI keyboard UI

At the bottom of the interface is that familiar pattern of white and black shapes - the 49 key keyboard (M). The higher up you click on the key, the lighter the velocity message sent. The lower towards the bottom of the key you click, the higher the velocity value. You can hit the small grey arrow immediately to the left of the keyboard (N) to shift the keyboard DOWN one octave, or hit the small arrow to the right (O) if you want to shift the keyboard UP one octave.



Sustain / Hold Note

Just to the left of the MIDI keyboard is a Sustain Hold button (L) which when activated will hold the sustain phase of the amp/filter envelope. This is identical to pressing and holding the sustain pedal down with your foot, but you have this control now also from the editor.

All Notes Off / All Sounds Off

Just to the right of the “Show Mod Matrix/Envelopes” toggle button are two buttons with similar functions. “All Notes Off” (P) Will send all notes to the release stage of the amp envelope. To immediately mute all sounds, press the “All Sounds Off” (Q). Note this is a momentary switch so there is no need to “unmute” sounds.

Part Two: Sound Parameters

Just like when editing programs with the synth alone, all program edits and actions take place inside an edit buffer. No data will be lost on the synth until you store the program from the synth. The following is a description of some of the more advanced parameters which might not be immediately straightforward.

The Oscillators:
Take a momentary glance at the depiction to the left of the three Oscillator parameters.

This situation shows each Oscillator set to a different shape.

Be aware that if one of the four Unison modes for OSC 1 is selected, Oscillators 2 and 3 are disabled. If an Oscillator is disabled, it will appear greyed out in the interface.

If you are unfamiliar with the oscillators on the Pulse 2 you have some reading to do in the Pulse 2 manual pages 19-24. There are several details that are unique to this synth that should be understood.

The Arpeggiator:
The blofeld's arpeggiator is one of the more fascinating aspects of this synth. monstrumPulse adds an enormous advantage in it's ability to present the parameters in a usable clean interface.

- Arpeggiator Length is visualized in the editor, so you only see the steps enabled for that program.
- For each step of the arpeggiator pattern, you can assign one of nine events, set the step length and enable or disable a glide "slur" with a speed determined by the global glide rate parameter.
- If the "Step" parameters are not visualized as they are above this means you did not install the "monstrumPulse.ttf" font. This is a simple custom font created explicitly by monstrum media to display the step glyphs as the Pulse 2 hardware does in it's LCD screen.

Modulation Matrix
The Modulation Matrix section gives visual control over all eight user assignable slots.

Each slot is arranged visually from top down, but each slot operates independently.

Each slot has a modulation source, modulation amount and modulation destination.

The modulation amount is controlled by a horizontal bipolar (neg to pos value) slider.

Part Three: Troubleshooting & Support

Frequently Asked Questions:

Q. Something with monstrumPulse isn't working right that worked fine before - HELP!

A. What's going on is somehow your preferences have become corrupt and need to be trashed. The fix is just to simply locate and delete your monstrumPulse.settings file which should be stored in your user's application data/preferences folder. The location of this folder varies between OS versions, but if you are unaware of where this folder is simply google search your OS name, release version and "application preferences location".

NOTE: From time to time you will get emails containing links to new monstrumPulse updates. Before you install and run any new monstrumPulse updates it is highly recommended you first backup then remove your existing preference settings file.

Q. I'm having trouble getting things connected and I'm totally confused! Where do I start?

A. The best place to start is with a simple set up. If you have multiple MIDI interfaces networked or connected to multiple ports on your system, just cut down to a simple set up with one computer, one midi interface. Turn anything else connected to your MIDI device (besides a MIDI controller keyboard!) turned off. Do you use your Microwave with any other software? How is it working for you there?

Q. Doesn't this also work as a VST? How do I set that up?

A. Yes. There is also a beta VST plugin version of monstrumPulse. It is BETA. Which means you should backup all work before using it and you should it for prime-time projects of yours at your own risk. All the details are included in the **monstrumPulse VST Documentation**, which is a separate document from this one.

Q. The text within monstrumPulse's interface looks a little weird, what's wrong?

A. Be sure you've installed the TTF font files included with monstrumPulse. This will give you several necessary fonts to closely resemble the Pulse's interface and glyphs for the arpeggiator. You will need to close and restart monstrumPulse to see the installed fonts.

Support & Feature Requests:

To report a bug, suggest a feature or some support on an issue you've uncovered all you need to do is send an email back to the address that monstrumPulse was distributed to you from. You'll get a follow up as soon as possible and the case will be handled from there. Please be sure to edit the subject of the email to something specific! Something like: *monstrumPulse bug report: receiving Osc 1 Semitone* is a perfect example of a good subject format that will help me track the issue you're reporting. Emails with a subject like "MIDI problem" will not help me help you as efficiently as I'd like to be able to.

This concludes the monstrumPulse Manual!
Please contact monstrumMedia should you have any support requests, questions, suggestions or feedback of any kind. monstrumMedia can be reached for such inquires easily at www.monstrummedia.com.

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